

C3PO:Droid

myGrid:Grid

fa:FindActor

em:EntityManager

Alternative

[if hasOwner and  
not isImmobile]

getLocationByCoordinates(currentLocation)

location

[if droid is on badland]

badlandsHurt()

getDirection(Owner, currentLocation)

loop

[for each adj location]

contents(adjacentLocation)

entities

if any adjacent location has  
owner, return that direction  
else return a random direction

[Else]

